

ANDREW CHAN

SOFTWARE ENGINEER

CONTACT

✉ hello@andrewchan.dev

SKILLS

Python
Go
Ruby
Django
Ruby on Rails
React.js
graphql
gRPC
PostgreSQL
AWS + GCP

EDUCATION

University of Waterloo, 2017
Computer Engineering

OTHERS

AI storytelling platform

- <https://fiction.party>
- Developed a platform for writing stories with AI-powered world exploration
- Ruby on Rails backend with React frontend
- Chatbot powered by OpenAI chat and embeddings apis

Discord bot game

- Developed a game played through a Discord bot using Python with combat, stats, items and shops
- Managed hosting, uptime, database, logging
- Iterated based on feedback from players
- 50 active players, 2 servers

Serverless air quality data aggregation

- Designed and prototyped a AWS-backed service, paired with an air quality sensor and Android app
- Serverless architecture with a combination of AWS Lambda and DynamoDB.
- Aggregated location and air quality data displayed through a heatmap UI on an Android app

PROFILE

Software engineer with over 5 years of experience ranging at small startups to multinational companies with a breadth of experience from distributed systems to quick client-facing solutions.

My passion lies in the intersection of traditionally non-tech industries with tech; my favourite types of problems are those trying to abstract the complexities of real life using tech.

WORK EXPERIENCE

Stripe

Software Engineer

Remote, Toronto, ON Apr '22 - Sep '22

- Worked with team to design and plan rollout of system for managing currency exposure. The completed system would reduce risk from unnecessary currency exposure and enable new business options resulting in lower internal costs for cross-currency transactions
- Created data visualizations unblocking risk managers and giving them the ability to manually intervene and manage forex exposure
- *Technical Environment: Ruby, Java, Kafka*

ResQ

Software Engineer → Senior Software Engineer

Toronto, ON Oct '20 - Mar '22

- Driving transition of our restaurant-vendor marketplace from manual to automatic dispatch. Worked with repair domain experts to create a taxonomy of restaurant and equipment maintenance problems. Designed modular system for matching, optimizing and dispatching vendors. Implemented systems for capturing data on incoming repair requests and maintaining data integrity, increasing automatic matching for repair requests from 10% to 60%.
- Designed, built and rolled out a new notification system to allow granular configuration of notifications. Enabled users to configure their own notification preferences, reducing load on our support team.
- *Technical Environment: Python, Django, React, graphql, PostgreSQL AWS*

Improbable

Software Engineer

London, UK Sep '17 - Sep '20

- Designed and drove the delivery of new gRPC service to enable player authentication to our platform for games in early-stage development. Service is now being consumed by feature Improbable products and external game developers.
- Worked with team to develop a playtesting tool to tackle problem of transferring large game clients to many playtesters. Resulted in 85% reduction in download time of clients for playtesters.
- Worked with team to stabilize a technology acquisition by adding metrics, improving test coverage, and identifying tech debt.
- Worked with various teams and solutions engineers to loadtest and scale up our platform for game launches. Resulted in 20x increase in capacity for live game deployments.
- *Technical Environment: Golang, gRPC, Kubernetes, Google Cloud Platform, AWS, PostgreSQL*